

Jewels of the Past

Introduction: Hello, this is my first experience as a Dungeon Master and I would like to share with you my Adventure. It's Adventure for 1 Dungeon Master, 1-4 Players, pretty straightforward and should introduce you to the basics of Dungeons and Dragons, have a great time and hope you all will enjoy this.

Your party starts at the tavern, where everyone meets. Your party enjoys the meeting but suddenly, they get interrupted by some guy. He looks like a rich merchant, he is very nice and has a calm voice. He offered your party a job where he needs to carry through the abandoned forest some diamonds and jewels, but he is too scared to go there. He is offering 10% of the reward per party member.

Accepting the jewels:

The merchant named Mike that you met before, now introduced you to himself and he is handing your party the jewels. He begged them to be very careful about them, because the jewels have been in his family for decades. He gives them the information that they need to go through the abandoned forest, it is your party who decides the path but at the other side of the forest lies a town called "Mertilgown" where his aunt is already waiting for the jewels.

1) Your party arrives at the start of the forest. There are two paths:

Right side of the road - Looks clear, in the path your party can see prints of wheels.

Your party can roll for a Perception check, if the roll is higher than 12, your party can see movement in the bushes and are prepared for the fight (2 bandits: AC: 9, HP: 6, Attack with the dagger: 1d6+2) ... After defeating the bandits go to (3).

Left side of the road - Looks very muddy for the path across, but with some strength your party should pass. If your party decides to go this way, they are going through slower and moving harder. Party needs to roll for Strength check:

STR check less than 10: Your party member starts to go down deeply but slowly. With every move they go down. Party members that cross the STR check can help other Party members that didn't, with Strength check...If they roll 15 or more they are able to carry the weight of the Party member and can help them across. If they roll less than 15, they struggle to bring up the Party member from the mud. At the last moment your party sees the roots from the big tree and your party member who failed to pass the muddy route can pull themselves out by rolling Dexterity check above 15.

STR check more than 10: Your party with hard effort passed the muddy route. Go to (2).

2) Your party is now on a safe route, if you talk about the surface. They are surrounded by darkness. Party members with "Darkvision" can see trees, bushes and some big rocks. They can roll a Perception check and if they roll more than 15, they can see a trail. Your party members without "Darkvision" can't see anything except their bodies and are dependent on the party members with "Darkvision". Party members without "Darkvision" can roll a Perception check too... No matter what the check is, one of your party members stumbles on a skeleton. The skeleton looks like he lies here for a long time and there is nothing left except bones, clothing and his bag. If your party members decide to search the corpse, they'll find a torch, used but still usable. With rocks and some effort your party members are able to blaze the torch and use it to see the route. Go to (4).

3) After defeating the bandits your party can rest. Due to the lack of trees in this place you can see everything even at night thanks to the light of the moon. After the rest your party can feel something is wrong with the smell of the air and can see a movement in the bushes. No matter what, the big zombie bear jumps out from the bushes and immediately attacks.

Zombie Bear- (AC:13, HP: 15, Attack with claws: 1d6+2)

The forest seems kinda calm after defeating the Zombie Bear, but suddenly your party can sense something is going on with the corpse of the Zombie Bear. It reanimates itself into a more powerful form and your party can see it controlled by the tentacles growing on the back of the Zombie Bear.

Powerful Zombie Bear: (AC: 13, HP: 20, Tentacle attack: 1d10)

After defeating the Powerful Zombie Bear your party can't tell if it's really dead or not, but they feel something wrong with the essence of the life in the bear, like it's been controlled from the death and the tentacles have something in common with that.

The night has been rough, too many fights, but your party is still on the adventure to deliver the Jewels. Your party can rest now.

After the rest, your party wakes up at night...it's kinda awkward because it should be a day by now, but the haunted forest has an impact on reality. Go to 5.

5. Your party can see only two roads, one where they came from and one continuing to the forest. Your party continues on the road with the light of the moon shining on their path, but suddenly they see a statue. The statue seems like it has been there for some long time and it appears to look like an ancient creature that your party can't tell where it's from. The statue looks like a demon with tentacles instead of the mouth with wings on the back. Something is wrong with this statue and your party can feel it.

Party members can roll for a Perception check and if they roll above 13, they can see a tentacle that is odder from others. If they decide to pull it, the statue will expose a holding blade inside its hand. Offering must be given by cutting the flesh of the finger of the one party member. This offering deals 1 Damage to the player that cut the flesh of his/her finger and only him/her can hear whispers of the darkness that tell "Offering by the blood is done, you shall be the one". The statue of the dead angel moves to the right and reveals the stairs that lead down to the dungeon. Go to the 6.

If your party member fails to roll 13 or above they need to roll until they find the odd tentacle.

4. The route leads further into the forest, your party cant hear nothing, it's completely quiet. But suddenly a hand from the earth reaches for the leg of one of your party members. Your party can't react for that. With some hard effort the trapped party member gets free from the grasp of the hand and two bodies start to grow up from the earth. Now your party faces up to two undead zombies, with the armor of the knights that were sent to the forest before. You can see tentacles grow from their mouth and your party can sense something is weird with the affliction of the zombies. Undead Zombie- (AC: 10, HP 13, Attack with bite 1d6+2). After defeating the Undead Zombies go to the 5.

6. At the start of the dungeon you can see a torch hanging on the wall. If your party members don't need it, they can ignore it. If the party members lack vision in the darkness, they can take the torch. When your party members continue on the path, it gets colder. The path is on a straight hall around 45 ft. long with four entrances to the four rooms.

Room 1: Door is locked, your party members can use Lock Pick, if they can with Dexterity roll check by 16, if your party member failed to Lock Pick the door or don't have the ability to Lock Pick, they can use brute force to kick out the door by Strength check by 16. If your party members fail to kick out the door, they can hear the sound of unlocking the door, after opening the door an occultist appears and has advantage in the fight. (Occultist: AC: 12, HP: 13, Eldritch blast 1d6).

If your party members are successful by opening the door, they can see an Occultist reading the book, but he reacts fast and notices the party. Roll for Advantage in the fight. (Occultist: AC: 12, HP: 13, Eldritch blast 1d6)

After defeating the Occultist, your party members can rest and see a stand with the book at the end of the room. Your party members can hear whispers from the book, it draws their attention and if the party member decides to study the book they can roll a Perception roll check, rolling 15 or above means they can see a number 1 on the cover of the book. The room is quite small and filled with bookshelves. Most of the books are in different languages which no one can understand. (Warlock's or Cleric's patrons or can warn a Party Member by telling them it's dangerous to read them and can be afflicted by the negative power). If your party members keep studying the books or trying to understand them, by this act they summon an Undead Zombie.

Undead Zombie- (AC: 10, HP 13, Attack with bite 1d6+2)

After defeating the Undead Zombie, your party members can rest and leave the room.

Room 2: The door is slightly opened. There is nothing suspicious about the door, no magical sealings or traps. If your party members don't decide to investigate the door, make them roll a Perception check, if they roll above 16, they can notice a string attached to the door on the down side. If they fail to succeed on Perception check and still want to enter, they trigger a blade aiming at them by the right side of the room and dealing 1d12+4. By pushing the string or cutting it, will trigger the trap and your party doesn't need to worry about it anymore. The room looks similar to the first room even with the same stand with the book with number 3 (Warlock's or Cleric's patrons can tell the party members to remember these numbers, because they can be useful after). Room is also filled with the same books and nothing interesting can't be found there.

Room 3: The door is locked with the same mechanism like the first room (Lock Pick - Dexterity roll check by 16) (Brute force - Strength roll check by 16). At first what your party members can see is a dead occultist laying on the floor in the blood. By the dried blood and smell your party members can predict the body is laying here for a while. Party members can roll Intelligence roll checks by 18. If they succeed, they can see a cut on an occultist's wrist and blade in his other hand. The occultist made a pact with the dead and made a sacrifice by killing himself. If the party members fail to succeed on the Intelligence roll check, they need to investigate the body. After investigating your party members can search a key and a book with number 6, in the pockets of the occultist.

Room 4: The key that your party members picked up from the occultist perfectly fits into the keyhole in the door, so they can easily open it. If your party members don't have the key they can use Lockpick (Lock Pick - Dexterity roll check by 16) or Brute force (Brute force - Strength roll check by 16) to open the door. After opening the door your party members can see bookshelves like in the previous rooms with the chest in the back of the room. Your party members can Lockpick the chest (Lockpick - Dexterity roll check by 20), but they can't use Brute force, because the chest is magically sealed. Your party members can look up for the key inside the room among the books in the bookshelves. Your party members can roll a Perception check by 20 to see the right book. The book appears to be a Mimic the moment your party members touch the book. Roll for advantage in the combat, (Mimic - AC: 5, HP: 5, Attack with the bite 1d6). After defeating the Mimic your party members can rest. After opening the book again, the key is found in the middle of the book and your Party members can notice a number 9 written on the cover of the book. Your party members are now able to unlock the chest. After unlocking the chest each party member gets 50 Gold.

After unlocking all rooms your Party members suddenly start to hear the door creaking from

the main hall corridor when they are still in one of the rooms. After opening the door to the main corridor, your Party members can see a trail of small spiders crawling to the main hall. Your Party members need to follow the trail of spiders in order to get to the main hall. The main hall is massive compared to the rooms. Everything is covered in a slight spider web and dust. After discovering, one of your Party members can find a wooden unlocked chest containing 3 Health potions for each Party member. In the middle of the main hall stands a big four sided mechanism and there is a number table on each side of the four sided mechanism. Your Party members need to type the number 1,3,6,9 clockwise in exact order, starting from the side aimed towards the entrance. If your Party members successfully typed the right combination of numbers, the mechanism starts to burn out with blue fire. As it gets fully in flames, the flame creates a circle around the mechanism continuing to form pentagram and then finally revealing the stairs made by each corner of the flamed pentagram. Your party members do not get hurt by the flames and Warlock's or Cleric's patron can tell them the flames are completely unharmable so they don't need to fear. After your Party members decide to descend down the stairs to the deeper hall, they appear in a two times bigger hall under the main hall with the mechanism. After further exploring your Party members can see the friendly face of Mike the Merchant standing and reading ancient words from the altar and talking to a portal with a strange entity (Your Party members can't translate the words, they feel hurted and dizzy as they listen to them. Warlock's or Cleric's patrons can tell the words are from the outer realm and if they continue to listen they will go insane). He is completely unaware of your presence, so your Party members can decide what they will do with him:

Stealth attack: Roll Stealth check, if your Party member rolled under 15, Mike the Merchant can intimidate sense your presence, if your Party member rolled above 15, they are stealthy enough to get closely to Mike the Merchant, but as soon as they want to act, they are stopped by invisible force.

After revealing your presence to Mike the Merchant, the portal will close and Mike the Merchant starts transforming into a gruesome Demon with horns. All Party members are paralyzed by the force of Mike the Merchant Demon. He starts to tell you, he is recruiting adventurers to travel here and gets their sacrifice for the bigger Evil, so his Master can reward Mike with supernatural powers and also the Portal maker Xhi'klak needs his prey in order to open portals to the other realms for communicating with the Elder. He is telling your Party members that he doesn't have time for this fight, but they for sure will be good food for Xhi'klak. Mike the Merchant Demon disappears in the portal that was suddenly created. Your party members are not paralyzed anymore and they can move again. Before somebody can do something, your Party members can feel their presence in the corner of the hall. After some investigation your Party members can see bodies wrapped in thick spider web hanging from the ceiling. Then finally Xhi'klak starts to descend from the corner of the hall and your Party members can see some gruesome creature, half spider and half demon but the spider parts are over the demon's ones. Roll for advantage in the fight. Xhi'klak: AC: 18, HP: 50, Claw attack 1d12+2. After defeating Xhi'klak your Party members can rest and search for the loot. The jewels that were given to your Party members by Mike the Merchant from the start are now worth nothing, but after searching for the loot your Party members can find true jewels worth 50 Golds for each party member. Also your Party members gain one Level up to theirs Levels.

Your party members can confront Mike the Merchant back in the town where they started, as soon as they leave the catacombs, they can see the haunted forest starts to heal back due to the death of Xhi'klak.

As your Party members arrive at the tavern where they first met Mike the Merchant, they can see him again recruiting other Adventurers. Your Party members can roll for Advantage in the fight, if they decide to fight Mike the Merchant. But right before your Party member swings with a weapon or cast spell, Mike the Merchant starts to disappear the smoke like he would blaze himself with the words: "My masters are not done yet, we will meet again!"